Subject: Re: installed like 8 times with no sucess Posted by Spyder on Fri, 23 Jan 2009 08:01:05 GMT View Forum Message <> Reply to Message

ReMeRoN wrote on Thu, 22 January 2009 20:24hi there, so ive read the faq, read most of the errors ive been receiving. its funny the other day i installed Windows 7 64 bit and installed renegade no problem. i reverted back to my windows ultimate 64 bit because of punkbuster issues. anywayz i would install the disc with my code, install the patch, then install the no cd, then i would get GAME.EXE, AND GAME2.EXE AND WWCONFIG.EXE and i would click the box as administrator and compatibility mode for Windows XP SP2 for all 3. i then would install renguard. i would then go to gamespy, rectangular renguard would pop up and i would wait, hmmm no core patch installing, btw the link to fix the registry does not work from the forums. i can play the game without renguard fine, well sort of whenever i quit i would get an error from renegade.exe, if u need anything from me to help you help me.

its not fair that pple forcerg me when its not needed? joejj80 thats forcerg abuse. dude whispered me said he forcerg everyone whether they cheated or not, because he has it installed and working.

First thing's first: People like joejj80 really need to learn the truth. Renguard is obsolete and has been "replaced" by BIATCH (servers) and Resurrection (mostly clients, but some servers use it too). Just ignore such people and maybe go to another server which doesn't require you to run renguard.

Ok that was one, now number two. I suggest you reinstall Renegade, after that apply the official 1.037 patch. When you're done patching download CP2 from these forums (CP2).

After CP2 download the newest Scripts 3.44

Then install Renegade Resurrection. You can download it at: http://www.icefinch.net

This will probably fix your problems. I'm running Vista Ultimate x64 too and this always works for me. Else try updating:

- DirectX

- Graphics Card Drivers
- Chipset Drivers
- BIOS

- Maybe some vista hotfixes (mostly for x86/32-bit emulation)